



Tech Support Services   On-Site Services   Product Listing   Technical Documents   Mailing List   Contact Us Worldwide

[Black Box Home](#) --> [Tech Documents](#) --> [Tech Overviews](#) --> Layer 2, 3, and 4 Switches

#### White Papers

802.11:  
**Wireless Networking**

**Network Security**

**Security with the  
 ServSwitch Wizard IP**

**Technology Overviews**

**Beyond Category 5**

**Black Box Diagrams**

**Cabinets & Racks**

**Cable Termination**

**Choosing a  
 Wireless Antenna**

**Connector Guide**

**Data Interfaces**

**Designing your  
 Wireless Network**

**DSL**

**Ethernet**

**Fiber**

**Frame Relay**

**Glossary**

**Hexadecimal Chart**

**High-Speed Networking**

**KVM Switching  
 over IP**

**LAN Switches**

**Layer 2, 3, and 4  
 Switching Overview**

## Layer 2, 3, and 4 Switches

*Moving data efficiently and quickly*



OSI Layer		Physical Component								
<b>7-Application</b>	<b>Application Software</b>	LAN-Compatible Software								
	<b>Network Applications</b>	E-Mail, Diagnostics, Word Processing, Database								
<b>6-Presentation</b>	<b>Data-Conversion Utilities</b>	Vendor-Specific Network Shells and Gateway™ Workstation Software								
	<b>5-Session</b>	SPX	NetBIOS	DECnet™	<b>TCP/IP</b>			<b>AppleTalk</b>		
<b>4-Transport</b>	<b>Network Operating System</b>	Novell® NetWare® IPX™	PC LAN	LAN Mgr	DECnet	PC/TCP®	VINES™	NFS	TOPS®	A St
<b>3-Network Control</b>	<b>Network</b>	E A TR P	TR E	TR E						
<b>2-Data Link</b>										
<b>1-Physical</b>		E=Ethernet; TR=Token Ring; A=ARCNET®; P=PhoneNET®								

*The OSI model is the industry-standard conceptual view of networking.*

With the rapid development of computer networks over the last decade, high-end switching has become one of the most important functions on a network for moving data efficiently and quickly from one place to another.

Here's how a switch works: As data passes through the switch, it examines addressing information attached to each data packet. From this information, the switch determines the packet's destination on the network and creates a virtual link to the destination and sends the packet there.

The efficiency and speed of a switch depends on its algorithms, its switching fabric, and its processor. Complexity is determined by the layer at which the switch operates in the OSI (Open Systems Interconnection) Reference Model (see above).

OSI is a layered network design framework that establishes a standard so that devices from different manufacturers can work together. Network addresses are based on this OSI Model and are hierarchical. The more details included, the more specific the address becomes and the easier it is to find.

The Layer at which the switch operates is determined by how much addressing detail the switch reads as it passes through.

Switches can also be considered low end or high end. A low-end switch operates in Layer 2 of the OSI model and can also operate in a combination of Layers 2 and 3. High-end switches operate in Layer 3, Layer 4, or a combination of the two.

<b>Media Converters</b>	<b>Layer 2 Switches (The Data-Link Layer)</b> Layer 2 switches operate using physical network addresses. Physical addresses, also known as link-layer hardware, or MAC-layer addresses, identify individual devices. Most hardware devices are permanent; this number during the manufacturing process.
<b>Modem Standards</b>	
<b>Network Security in a Dangerous Cyber World</b>	Switches operating at Layer 2 are very fast because they're just sorting physical addresses, but they aren't very smart—that is, they don't look at the data packet very closely to learn anything more about it.
<b>OSI Model for Open Systems Interconnection</b>	<b>Layer 3 Switches (The Network Layer)</b> Layer 3 switches use network or IP addresses that identify locations on the network. They read network addresses more closely than Layer 2 switches—they identify network locations as well as the physical location can be a LAN workstation, a location in a computer's memory, or even a different packet of data traveling through a network.
<b>Premise Wiring</b>	
<b>Routers &amp; Bridges</b>	
<b>SCSI</b>	Switches operating at Layer 3 are smarter than Layer 2 devices and incorporate routing functions to a calculate the best way to send a packet to its destination. But although they're smarter, they may not if their algorithms, fabric, and processor don't support high speeds.
<b>Security Mini Glossary</b>	<b>Layer 4 Switches (The Transport Layer)</b> Layer 4 of the OSI Model coordinates communications between systems. Layer 4 switches are capable identifying which application protocols (HTTP, SNTP, FTP, and so forth) are included with each packet, use this information to hand off the packet to the appropriate higher-layer software. Layer 4 switches make packet-forwarding decisions based not only on the MAC address and IP address, but also on the application which a packet belongs.
<b>ServSwitch Technology</b>	
<b>Upgrading from VGA to DVI video</b>	Because Layer 4 devices enable you to establish priorities for network traffic based on application, you give a high priority to packets belonging to vital in-house applications such as Peoplesoft, with different priority rules for low-priority packets such as generic HTTP-based Internet traffic.
<b>USB &amp; FireWire</b>	
<b>USOC</b>	Layer 4 switches also provide an effective wire-speed security shield for your network because any industry-specific protocols can be confined to only authorized switched ports or users. This security feature is often reinforced with traffic filtering and forwarding features.
<b>Video Connectors</b>	
<b>Wired, Wireless or Both for your Home Network?</b>	
<b>Wireless Glossary</b>	
<b>Wireless Security</b>	

Black Box Corporation - 1000 Park Drive - Lawrence, PA 15055-1018  
Tech Support and Ordering: 724-746-5500 - Fax: 724-746-0746  
© 2002 Black Box Corporation. All rights reserved.  
Updated 02/16/2005

To contact us about Black Box products or services: [info@blackbox.com](mailto:info@blackbox.com)  
To contact us specifically about our Web Site: [webmaster@blackbox.com](mailto:webmaster@blackbox.com)

